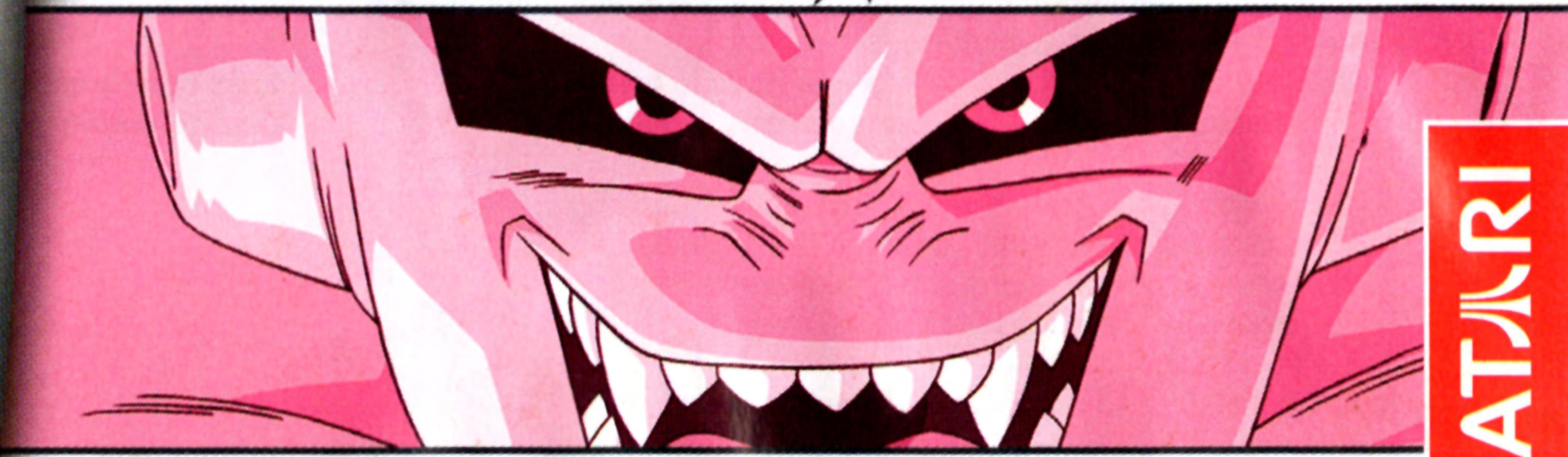


GAME BOY ADVANCE



ATARI

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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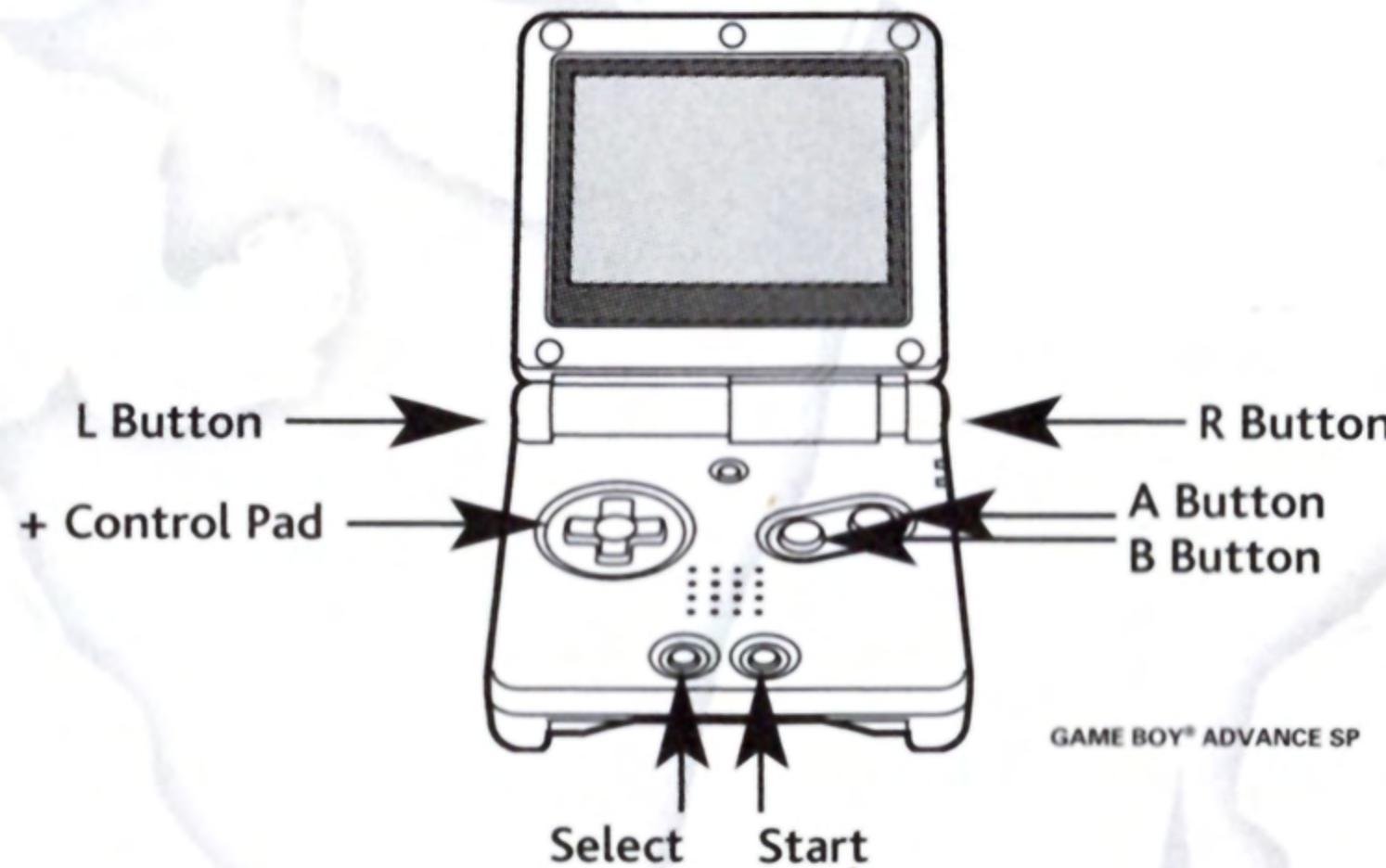
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GETTING STARTED

1. Turn OFF the POWER switch on your Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
2. Insert the Dragon Ball Z® Supersonic Warriors Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the power switch. The main Start-up Screen will appear (if not, begin again at step 1).
4. Press **START** to proceed to the Main Menu.
5. Use the **+Control Pad** to highlight Story Mode, Z Battle, Challenge, Free Battle, Training, Versus or Option mode, and press the **A Button** to confirm. See pages 10-16 for details about game modes.

CONTROLS



MENU COMMANDS

+Control Pad	Highlight menu item
A Button	Confirm menu choice; Advance Text
B Button	Return to previous screen; Advance Text

FIGHTING CONTROLS

+Control Pad ◀ / ▶	Move character left / right
+Control Pad ◀ / ▶ double-tap	Sprint
+Control Pad ▲	Jump
+Control Pad ▲ double-tap	Hover in air
+Control Pad ▼	Return to ground from air
A Button	Strong attack (cannot rush opponent); also selects when used in menu
B Button	Weak attack (can rush opponent); also return to previous screen
A Button or B Button (press and hold)	Guard
L Button	Substitute Character
R Button	Charge up Ki
START	Pause game
L Button + ▲ / ▼ / ◀ / ▶ on +Control Pad	Instant transfer/substitute around opponent

Press **SELECT**, **START**, the **A Button** and the **B Button** simultaneously
to soft reset.

SAVING AND LOADING

You must complete an entire story in Story Mode or win all of the battles in Z Battle or Challenge Mode to be awarded prize money, which you can use to unlock additional characters, stories and difficulty settings. The game automatically saves your winnings and any features that you unlock. As soon as you unlock a feature, it is available for immediate use.

SPECIAL FIGHTING MOVES

In addition to the basic moves listed in the Controls chart (see page 5), each character can perform a number of special attacks.

Homing Sprint: Press and hold the **R Button** and tap the **+Control Pad** **◀** or **▶** to charge your enemy.

Sprint Attack: Press and hold the **+Control Pad** during a sprint and press the **A Button** or the **B Button** to counter an opponent's sprint attack with your own sprint attack.

Weak Power Shot: Press and hold the **R Button** and press the **B Button** to fire a weak energy attack. Continue to hold the **L Button** while



repeatedly pressing the **B Button** for rapid-fire multiple shots.

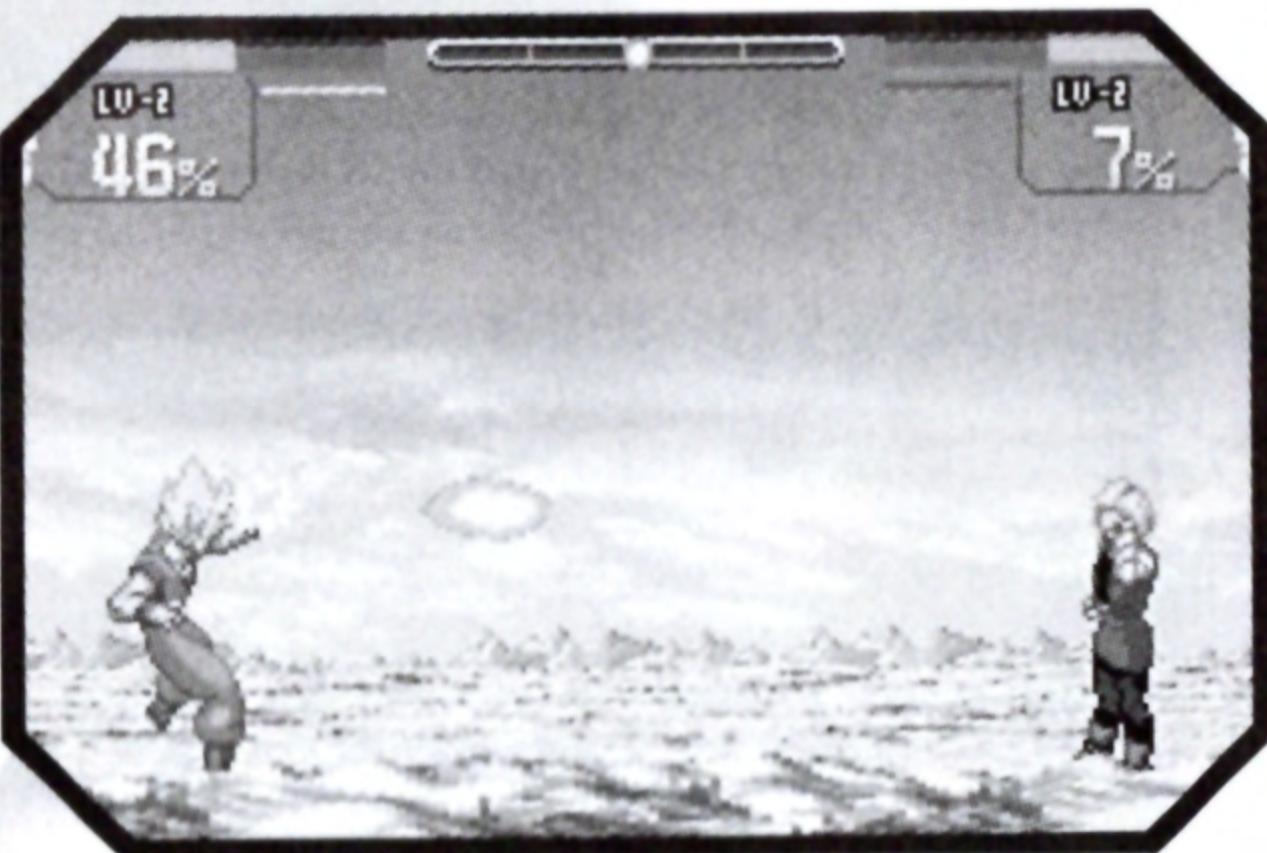
Strong Power Shot: Press and hold the **R Button** and press the **A Button** to fire a strong energy attack.

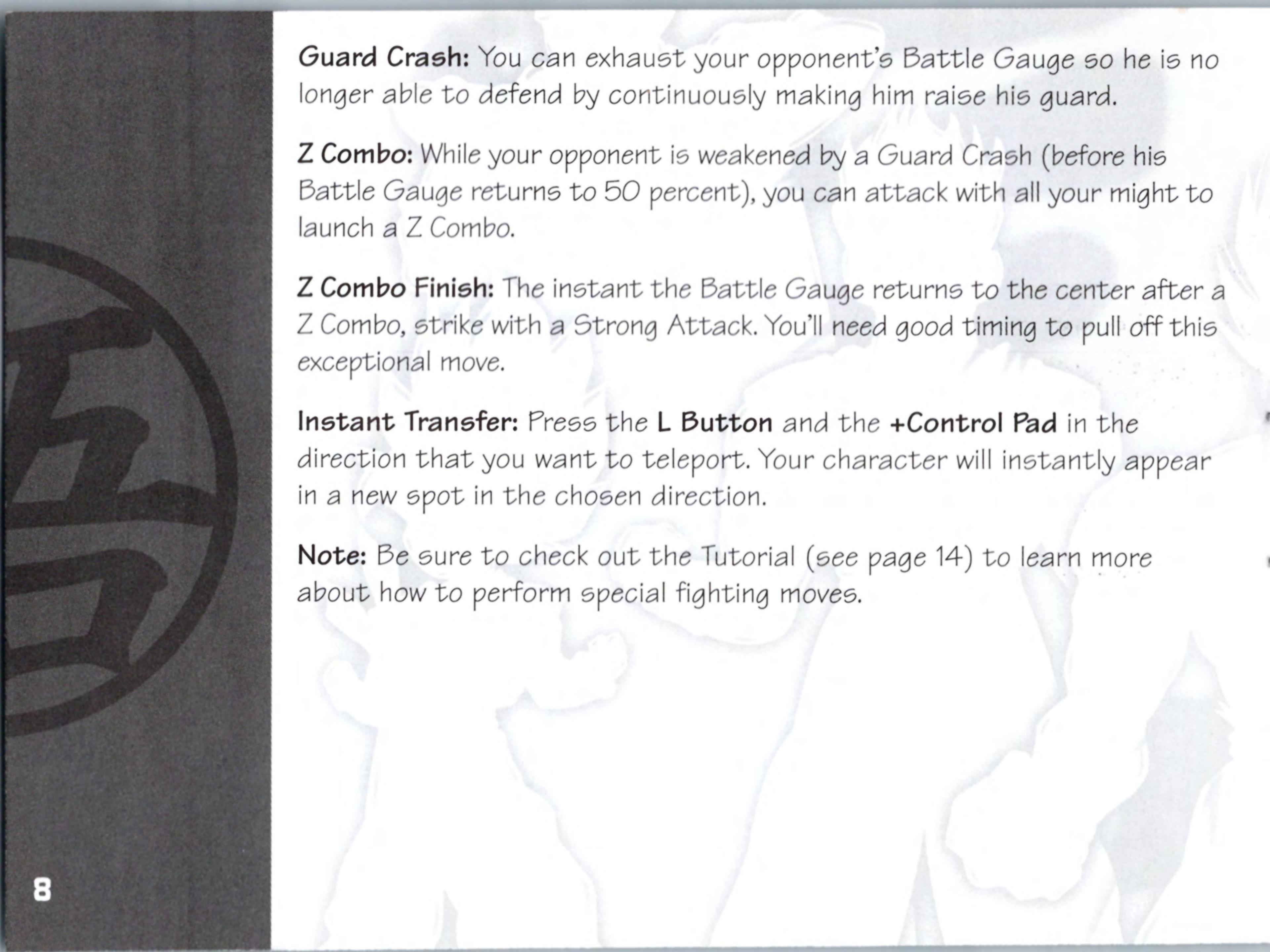
EX Strong Power Shot: Press and hold the **R Button** and press and hold the **A Button** to fire an extra strong energy attack.

Long Range Certain Kill: Press the **R Button**, the **A Button** and the **B Button** simultaneously to perform a long-range finishing move.

Short Range Certain Kill: Press the **A Button** and the **B Button** simultaneously to perform a short-range finishing move.

Special Ability: Certain characters have special abilities with 100 percent Ki. You can press the **L Button** and the **R Button** to launch your special ability when your Ki is at 100 percent.





Guard Crash: You can exhaust your opponent's Battle Gauge so he is no longer able to defend by continuously making him raise his guard.

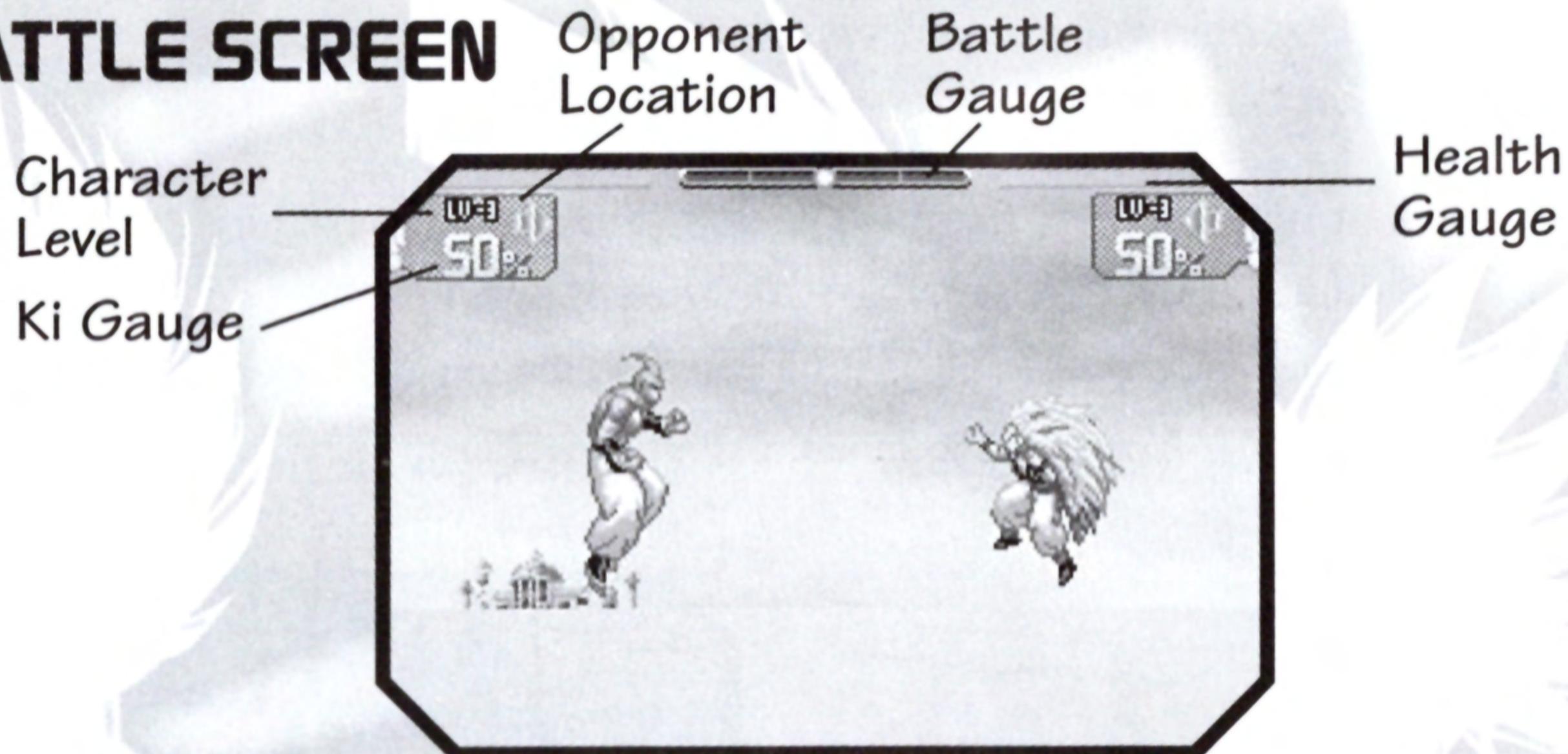
Z Combo: While your opponent is weakened by a Guard Crash (before his Battle Gauge returns to 50 percent), you can attack with all your might to launch a Z Combo.

Z Combo Finish: The instant the Battle Gauge returns to the center after a Z Combo, strike with a Strong Attack. You'll need good timing to pull off this exceptional move.

Instant Transfer: Press the **L Button** and the **+Control Pad** in the direction that you want to teleport. Your character will instantly appear in a new spot in the chosen direction.

Note: Be sure to check out the Tutorial (see page 14) to learn more about how to perform special fighting moves.

BATTLE SCREEN



Ki Gauge: This is the percentage of Ki a character has stored. You can increase your character's Ki percentage by pressing and holding the **R Button**.

Opponent Location: The green arrow indicates where your opponent is located.

Character Level: This indicates the level of the character that you are using in battle. You can purchase higher-level characters from the Store in the Options Menu.

Health Gauge: The colored bar above each character is his Health Gauge. If a character's Health Gauge is depleted, he loses the match.

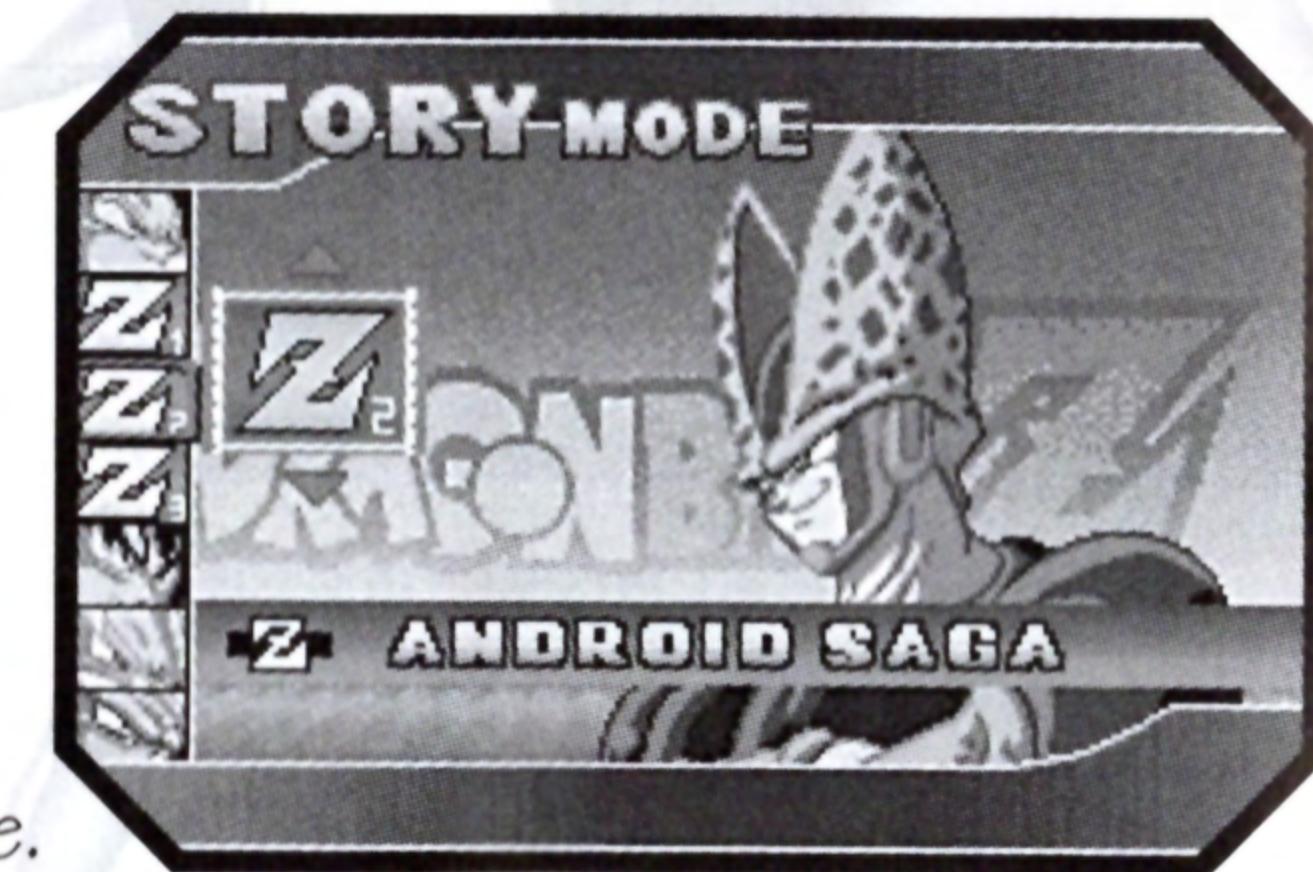
Battle Gauge: A character's Battle Gauge depletes as he blocks an opponent's continuous attacks. When a character's Battle Gauge is depleted, he cannot block attacks until his Battle Gauge level returns to 50 percent.

GAME MODES

Story Mode

Story mode lets you battle your way through the legendary Dragon Ball Z® battles and story. Choose Story to follow the path of a single character, beginning with his/her first major battle.

Choose Saga to step into a complete saga, controlling various characters in historical battles.



Note: Only certain stories are available at the beginning of the game. In order to unlock new characters and sagas, you must win prize money and then visit the Shop (see "Shop" on page 17).

Press the +Control Pad ▲ or ▼ to select a character or saga. Press the

A Button to play. When you successfully complete a character story or saga, you collect prize money. You can use this money to purchase various items at the Shop.

Z Battle Mode

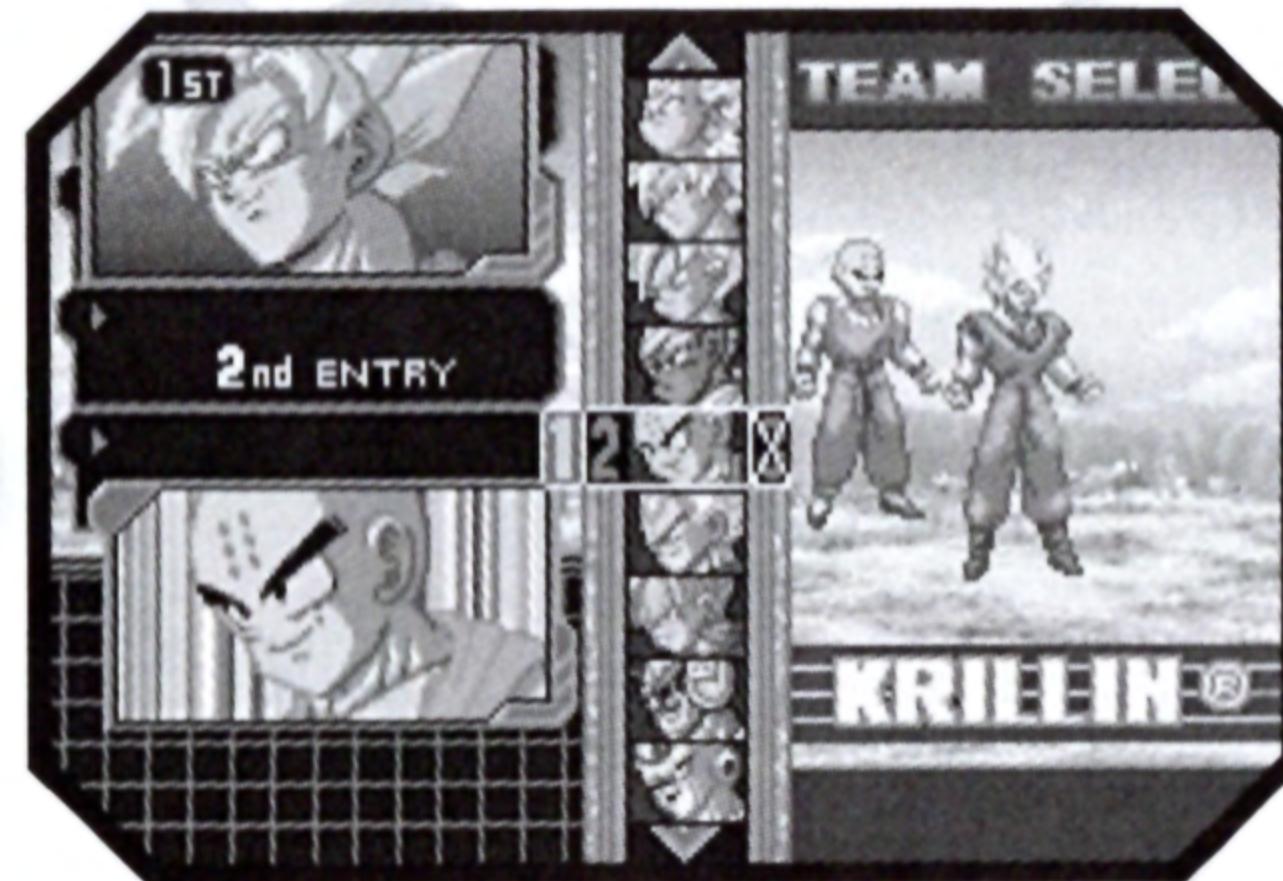
In this tournament mode, you choose either a team or a single character and compete in an all-out fighting championship. You must defeat a roster of opponents to win a Z Battle tournament. You collect prize money for winning. Choose 1 on 1 Battle or Team Battle and press the **A Button** to begin. You can view the top five scores for each battle type by going to the **Options** mode and selecting **Ranking**.

1 on 1 Battle

Press the **+Control Pad ▲ or ▼** to select a character. Press the **+Control Pad ◀ or ▶** to select a level. Press the **A Button** to compete in the tournament as a solo fighter.

Team Battle

Choose a team of three fighters to take into battle. Press the **+Control Pad ▲ or ▼** to select a character. Press the **+Control Pad ◀ or ▶** to select a level. Press the **A Button** to confirm. When you have chosen your



team, press **START** to proceed.

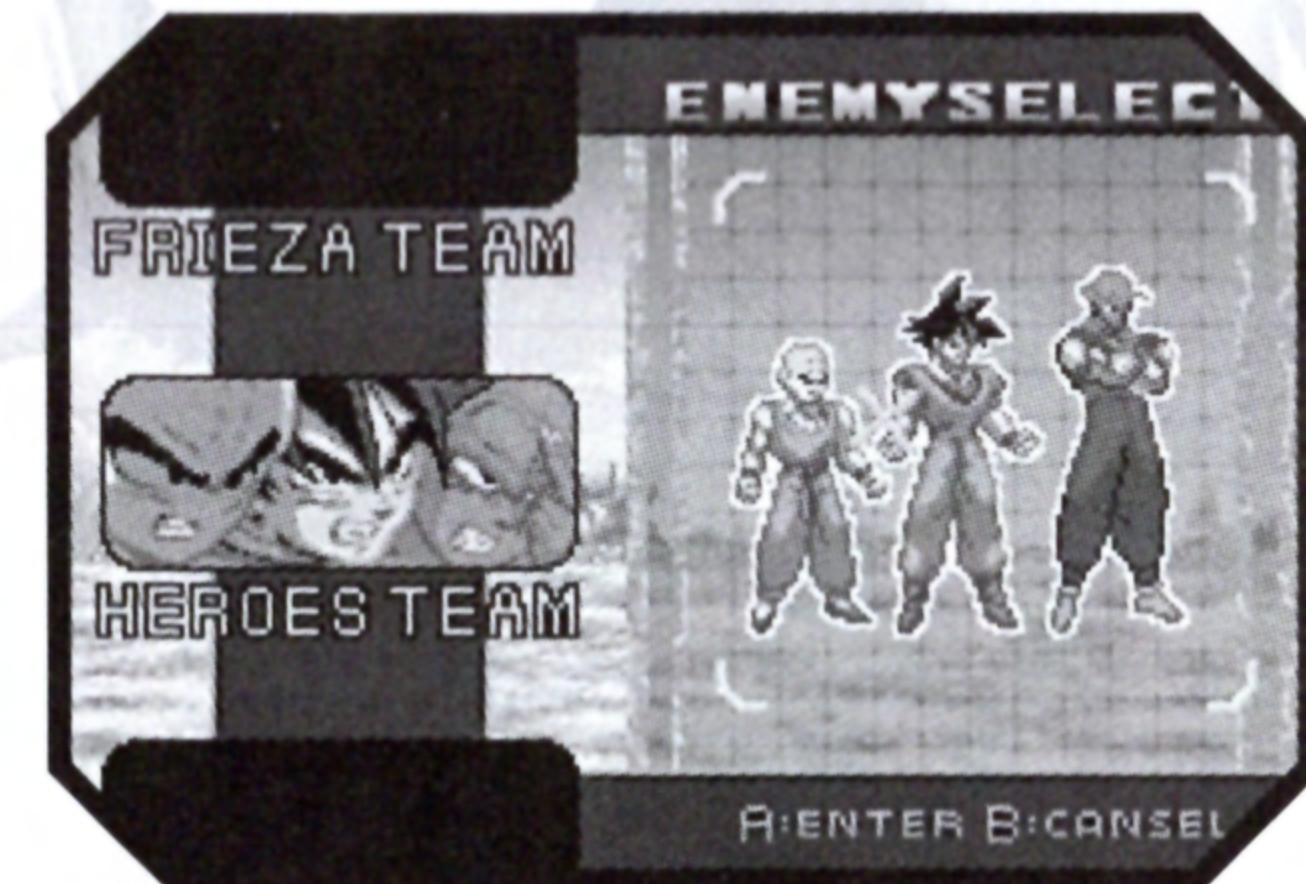
Note: The order in which you pick your fighters is the order in which they will appear on the battlefield when you cycle through them.

Challenge Mode

Choose one to three characters to match up against a team of three predetermined opponents. Press the **+Control Pad ▲ or ▼** to select a character. Press the **+Control Pad ◀ or ▶** to select a level. Press the **A Button** to confirm. When you have chosen all characters, press **START** to select the challenge team.

Press the **+Control Pad ▲ or ▼** to select the Challenge Team. Press the **A Button** to select and then press the **A Button** again to confirm.

You will receive prize money if you successfully defeat all of the opposing teams.



Free Battle Mode

Fight solo or in a team against your choice of opponents. Press the **+Control Pad ▲ or ▼** to select a character. Press the **+Control Pad ◀ or ▶** to select a level. Press the **A Button** to confirm. When you have chosen all characters, press **START** to begin the battle.

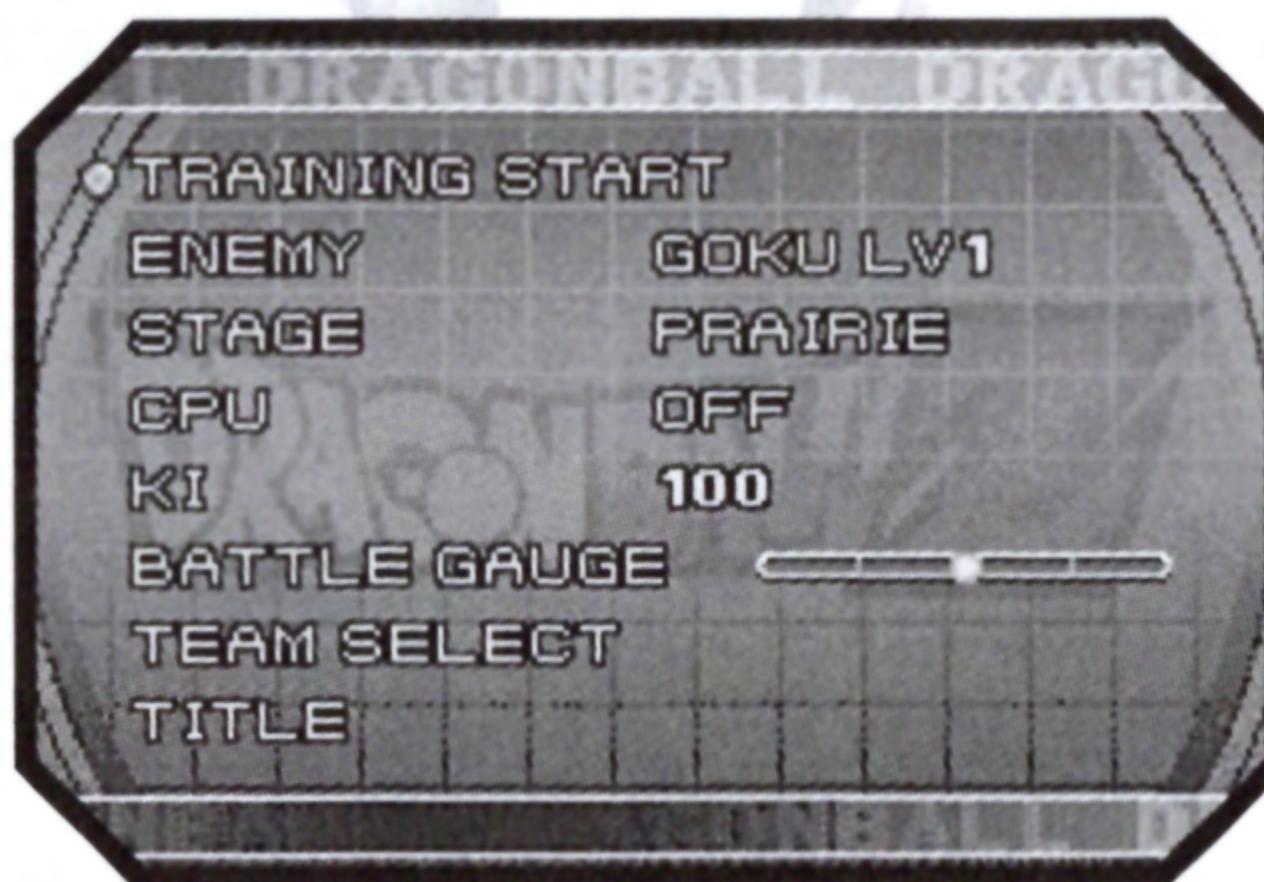
Money is not awarded for winning a Free Battle match.

Training Mode

Learn basic to advanced techniques and hone your skills in Training Mode.

Practice

Choose Practice to try out moves against a particular opponent or team, with particular fight parameters. Press the **+Control Pad ▲ or ▼** to select a character. Press the **+Control Pad ◀ or ▶** to select a level. Press the **A Button** to confirm. When you have chosen all characters, press **START** to set up fight parameters.



Training Start: Choosing this option begins the practice match.

Enemy: Press the **+Control Pad** **◀** or **▶** to select an opponent.

Stage: Press the **+Control Pad** **◀** or **▶** to select a battle arena.

CPU: Choose the level of fighting ability the AI opponent will display. Press the **+Control Pad** **◀** or **▶** to select your opponent's skill level: OFF, Beginner, Easy, Normal, Moderate or Difficult. If you select OFF, your opponent will not fight back.

Ki: Press the **+Control Pad** **◀** or **▶** to select the Ki level at which your character begins the match: 0%, 50% or 100%.

Battle Gauge: Press the **+Control Pad** **◀** or **▶** to choose the starting position of your character's Battle Gauge.

Team Select: Select this to return to the character select screen, where you can choose a different character or team.

Title: Quit Training mode and return to the Title screen.

Note: Press **SELECT** during a Practice session to reset the session.

Press **START** during a Practice session to end the session and return to the Practice setup screen.

Tutorial

Select Tutorial to receive a step-by-step demonstration of fighting moves.

Press the **+Control Pad ▲ or ▼** to select one of the following courses and then press the **A Button** to confirm:

- Movement Course (character movement)
- Fighting Course (melee attacks)
- Power Shot Course (Ki attacks)
- Certain Kill Course (special attacks)
- Substitution Course (how to switch between characters)
- Combo Course (basic strategy and combo moves).

Link Versus Mode

Select Link Versus to battle against friends using a Game Boy® Advance Game Link® cable (sold separately). Each player must have a Dragon Ball Z® Supersonic Warriors Game Pak and a Game Boy Advance.

Before linking the Game Link cable, all Game Boy Advance systems must be switched OFF. Link the Game Link Cable to each of the systems. Insert a Dragon Ball Z® Supersonic Warriors Game Pak into each system. Switch the systems ON.

At the Main Menu, both players select Link Versus. Both players will see a “Link Check” screen. The player that has the Player 1 Link Cable connection will receive a “Press the A Button when ready” prompt.

Both players will be sent to a character selection screen, where each player selects a single character or a two- or three-character team. Once characters are selected, press **START** to continue. The player that has the Player 1 Link Cable connection must press the **A Button** to start the match.

Once the match is over, there will be a screen announcing the winner and the stats for the match.

OPTIONS

Choose Option Mode from the Main Menu to access the following game options. Press the **+Control Pad ▲** or **▼** to select an option and press the **A Button** to access it.

Setting

Select Setting to adjust the following game settings:

Difficulty: Press the **+Control Pad ◀** or **▶** to set the game’s difficulty to Beginner, Easy, Normal, Moderate or Difficult. The Moderate and



Difficult levels are unlockable from the shop.

BGM: Press the **+Control Pad** **◀** or **▶** to turn the background music ON or OFF.

SE: Press the **+Control Pad** **◀** or **▶** to turn sound effects ON or OFF.

Shop

When you win money from your battles, you can go to the Shop and purchase new and higher-level characters. There are three levels available for each character. You can also purchase sagas, the Moderate and Difficult difficulty levels, and Museum.

Ranking

Ranking shows Z Battle mode's top 5 scores for 1 on 1 Battle and Team Battle. Press the **A Button** to look at the #1 ranked player in 1 on 1 Battle. Press the **A Button** again to show the characters ranked 2 through 5. Press the **A Button** once again to view #1 ranked player for Team Battle. Press the **A Button** again to show the teams ranked 2 through 5.

Museum

You must buy this option in the Shop area of Option Mode before you can access it. In Museum, you can listen to 180 character voice clips, 25 background tunes, 54 game sound effects, and view 23 frames of DBZ art.



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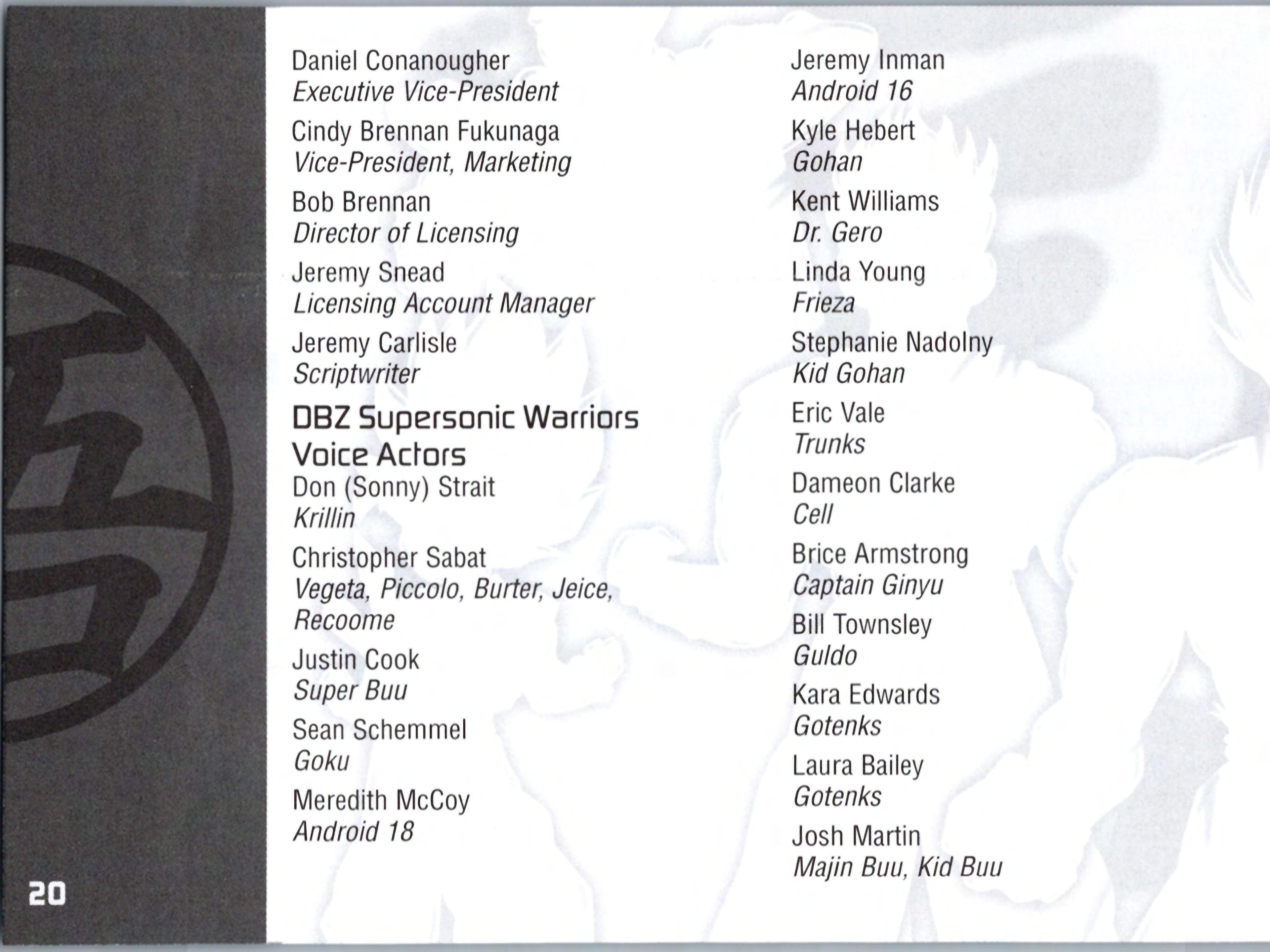
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<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7110**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens

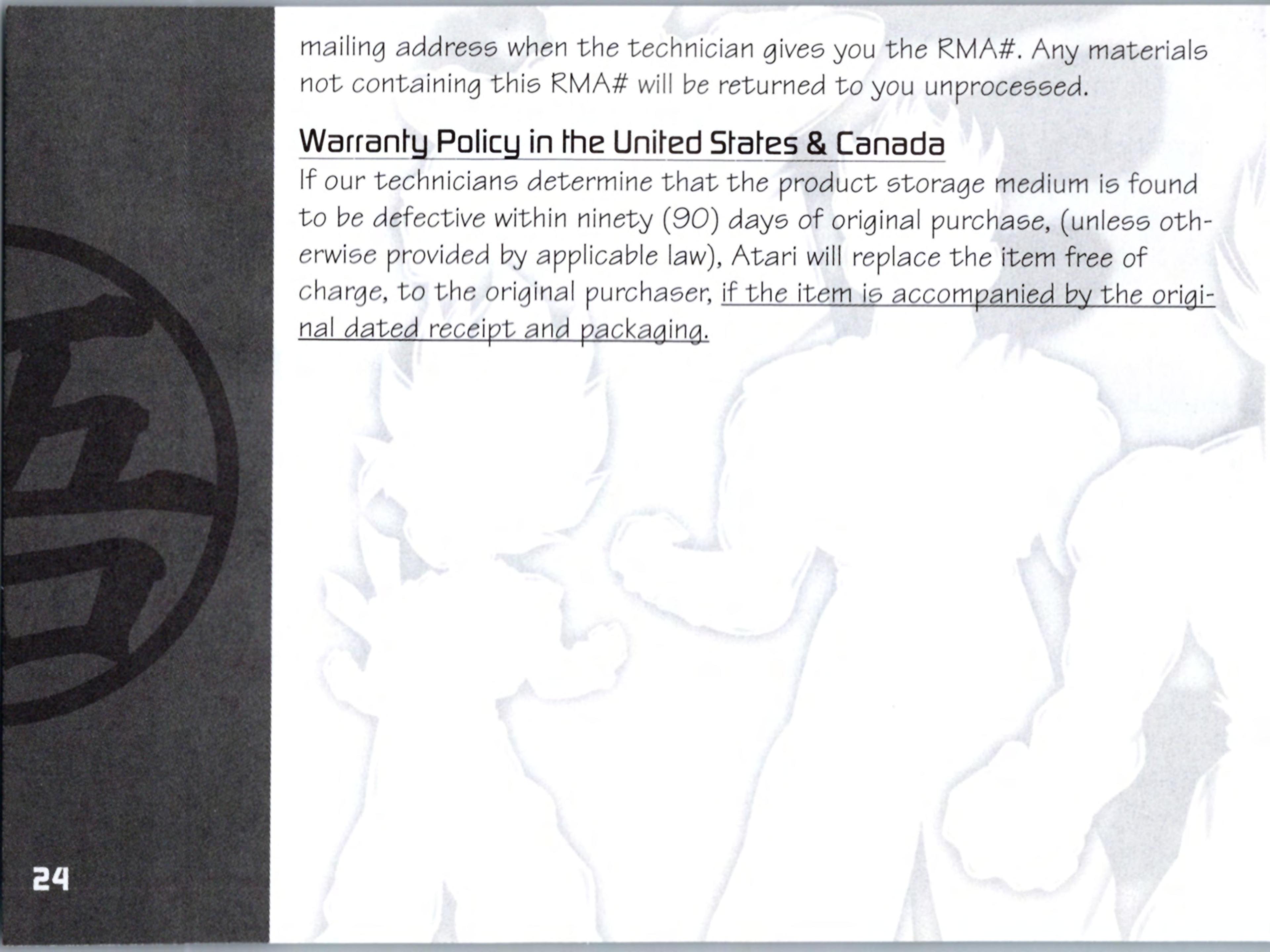
and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the



mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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